

Command

ISSUE #4

APRIL 1976

Another game of postal Diplomacy (1976V;COM10) starts in this issue; there are five openings left in COM12, which will probably be the last postal Diplomacy game that I will start for awhile, except for games for new subscribers. If Nuclear Destruction is not filled by the 20th of next month, I will open another section of Diplomacy. At present there are two people entered in Nuclear Destruction; you can obtain the rules from Flying Buffalo Inc., P.O. Box 1467, Scottsdale, Arizona 85252. The rules cost 20¢.

COM11, the World War III variant has been dropped due to lack of interest. Nor has there been sufficient interest in Third Reich for me to consider gamemastering it here. I'll offer both of them again in a few months.

Bob Warren has just won COM3, Historical Origins; the game was marred by many NMRs, but Bob's win was well played. COM3 has been assigned the number 75.3h for ratings purposes.

The last page of this issue is a short survey form that I hope everyone will answer and send back to me with your next set of game moves, etc. The biggest question that I need to answer is whether or not I should begin publishing on three week deadlines.

LETTERS

Dear Dennis:

28 Feb. 76

COMMAND #3 here yesterday. It has been a long time since anyone has published the 1958 version of Diplomacy. Walt Buchanan

was in a sense in error when he told you it had never been published; what he meant was that no commercial version was ever put out, which is true enough. However, the rules were published in 1969 by John McCallum, and in 1971 I published the board, extract of the rules, and a complete FTF game. I am enclosing a copy of the publication involved, QUARMALL.

If any of your players is interested in obtaining a copy, I have a few left @ 50¢ each (I've raised the price from 35¢ due to increased postage costs).

Your edition of the map is quite nice; I'm particularly interested in it since, based on the abbreviations used, appears to be based on my 1971 edition of it. I'm not complaining, mind you, but I am wondering if Reinsel did not send you a photocopy of page 3 of QUARMALL 1 without informing you of where he got it. That's like him.

I'd appreciate it very much if you would set the record straight in COMMAND #4, especially if (as I suspect) Reinsel sent you a copy of my 1971 edition of the 1958 map without giving appropriate credit to the original source.

Re: Allan Calhamer's note to you. I don't recall if Allan has ever stated so unequivocally before his intent to allow the Coastal Crawl in the 1961 Rulebook. He is certainly correct about what happened in 1971. We had originally proposed to include the Coastal Crawl specifically. I noted, however, that we had to spell out a few tricky situations which arise from it. Two of these:

- I. ENGLAND: F Spa(nc)-Por
- F Mid S F Spa(nc)-Por

FRANCE: F Por H dislodged,
retreats to Spa (sc).

That is, using the CC, a unit dislodged by an attack coming from one coast of a double-coasted province may retreat to the other if it borders on both.

II. ENGLAND: F Mid-Spa(nc)

FRANCE: F Por-Spa(nc)

F Mar H dislodged

ITALY: A Pie-Mar

F Lyo S A Pie-Mar.

The dislodged French fleet may retreat to Spa (sc). This arises from the rule that a unit may not retreat to a space left vacant by a stand-off..., but under the old confused understanding of "space", Spa(nc) was affected whereas Spa(sc) was not. (As a corollary, it could be argued that if France had ordered F Mar-Spa(sc), that might have succeeded as well.)

With all this potential complication, it was finally decided to prohibit the Coastal Crawl. The game is not simple, by any means, but Allan wisely wished to reduce the level of complexity as much as possible. The real game takes place in the diplomatic sphere (hence the game's name), and all of the military-movement niceties tended to detract from that. Under the present rules, of course, in both of the above examples the dislodged French fleet is automatically disbanded for lack of available retreat.

Best,
Rod Walker

(I did obtain my copy of the map from Charles Reinsel. I have compared both maps and I do not feel that the copy Charles sent me is a photocopy of yours, though a hand drawn copy is a possibility. Any comment Charles?)

NEWS

Simulation Gamers Association and the Southland Area Gamers Association are sponsering GLASC, Greater Los Angeles Simulation Convention. The convention will be held at the California State University of Northridge Campus on June 4th, 5th & 6th. Events will include Miniatures, Diplomacy, Dungeons and Dragons, Kingmaker, board games, and others. For further information contact: Jim Blancher, 17323 Saticoy St., Northridge, CA 91324; (213) 343-0401.

GAMES

COM1 1975IV

Summer 1903

Italy F Mid-Atlantic retreats to Western Med.

Fall 1903

England F Norwegian to Barents

(Kinsfather) F North Sea to Norway

F Denmark S A Kiel

F North Atl. to Irish Sea

A Kiel S GER A Berlin

A Holland S A Kiel

France A Marseilles holds
(Granville) A Burgundy to Belgium

A Spain holds

F Portugal S A Spain

F Mid-Atl to Western Med

Italy F Gulf of Lyon to Tuscany
(Emerick) F Western Med to Tyrrhenian
A Tyrolia to Vienna
A Trieste S RUSS A Gal to Bud
F Albania to Greece

Germany A Berlin to Kiel
(Lagimoniere) A Munich to Burgundy
A Bohemia S ITAL A Tyr to Vienna

Austria F Ionian to Naples
A Greece to Albania
A Serbia S A Budapest to Trieste *
A Vienna S A Budapest to Trieste **
A Budapest to Trieste *

*retreat OTB

** retreat to Galacia

Russia F Sevastopol S A Rumania
(Hunter) A Rumania S TUR A Bulg to Serbia
A Galacia to Budapest
F Prussia to Berlin
F Baltic S F Prussia to Berlin

Turkey A Bulgaria to Serbia
(Happel) A Constantinople to Bulgaria
F Black Sea S A Con to Bulgaria
A Smyrna holds

Supply Center Count:

Eng EDI, LIV, LON, NOR, HOL, DEN, KIE (7) b1

Fr BRE, PAR, BEL, MAR, POR, SPA (6) b1

Ger BER, KIE, MUN (1) r2

Ita NAP, ROM, VEN, TUN, SPA, TRI, VIE (5) e

Aus VIE, BUD, SER, GRE, ROM, NAP (2) r1

Rus WAR, STP, MOS, SEV, SWE, BUD, BER, RUM (8) b3

Tur ANK, SMY, CON, BUL, SER (5) b1

1975IV PRESS

(Munich) The Kaiser of Germany publically declares that he has received an offer from Moscow to attack the British Army.

(Vienna) The government of Austria-Hungary has declared war upon Germany.

(Vienna) The government of Austria-Hungary declares war on the nation of Turkey.

(Sophia, NY-Times) Financed by huge sums of money from unknown sources, ex-queen Lurleen, Praetor-person of the TLO, ex-ecuted a dramatic takeover of the People's Democracy of Bulgaria and 380,000 Turkish military advisors to boot. As Anjar Kratlies, Cheif Advisor in charge of Advisee Suppression, put it: "Last night I was loyal to the Sultan; today I am loyal to Lurleen. Six of one, half dozen of another."

Lurleen's first act (after staging a coronation) was to announce Bulgaria's annexation of Serbia.

(Constantinople, UPI) Sultan Pascha has threatened to withdraw all personnel from the Turkish Embassy in Moscow unless the Russians agree to unplug a defective microwave oven located next door in Dimitri's Bar and Grill.

COA Bud Hunter
1127 Rodgers St.
Louisville, Ky. 40204

Winter 1903 builds and removals are due April 15. 1976

COM2 1975IW

Fall 1902

England F Eng Ch S A Pic to Brest
(Lakofka) A Picardy to Brest
F Belgium holds
F Norwegian to North Atl
F Norway to St. Petersburg (NC)

France F Mid-Atl to Portugal
(Young) F Western Med to Mid-Atl
A Burgundy to Paris
A Marseilles holds

Italy A Venice to Tuscany
(Ragan) A Piedmont to Marseilles

<u>Italy</u>	F Tunis to Western Med F Naples to Tyrrhenian
<u>Germany</u> (Blank)	A Silesia to Berlin A Kiel to Denmark A Ruhr S A Munich to Burgundy A Munich to Burgundy F Sweden to Denmark
<u>Austria</u> (Birsan)	F Ionian to East Med A Bulgaria to Constantinople A Greece S A Serbia to Bulgaria A Budapest to Trieste A Serbia to Bulgaria
<u>Russia</u> (Loomis)	A St. Petersburg to Moscow F Baltic to Berlin A Ukraine to Sevastopol F Rumania S A Ukr to Sevastopol
<u>Turkey</u> (Reinsel)	F Constantinople to Bulgaria (SC) F Black Sea S A Sevastopol A Sevastopol holds

Supply Center count:

<u>Eng</u>	3 home, NOR, BEL, BRE, <u>STP</u>	(7) build 2
<u>Fra</u>	BR , PAR, MAR, SPA, <u>POR</u>	(4) constant
<u>Ger</u>	3 home, HOL, DEN, <u>SWE</u>	(6) build 1
<u>Ita</u>	3 home, TUN	(4) constant
<u>Aus</u>	3 home, SER, GRE, <u>BUL</u>	(6) build 1
<u>Rus</u>	STP , SEV , MOS, WAR, <u>RUM</u>	(3) remove 1
<u>Tur</u>	3 home, BUL , <u>SEV</u>	(4) build 1

Winter 1902

<u>England</u>	build F Liverpool F Edinburgh
<u>Germany</u>	build A Munich
<u>Austria</u>	build A Budapest
<u>Russia</u>	remove F Baltic
<u>Turkey</u>	build F Smyrna

COM3 Origins Turn 6 Conflicts

Russia attacks Germany in Russia 3-1
result= DELIM

Final positions:

<u>U.S.</u> (Shapiro)	14 France 14 Britain 2 Czechoslovakia 12 Baltic States
<u>France</u>	U/5 Britain U/1 Italy U/1 Germany U/1 Czech.

COM3 continued

France U/1 Russia
 (Reinsel) U Poland
 C Alsace-Lorraine

Britain 8 Britain
 (Warren) U/10 France
 U/3 U.S.
 U/2 Germany
 U Czech.
 U/11 Poland
 U/2 Russia

Russia 33 Russia
 (Happel) C Romania
 U/9 Czech.
 U Germany

Germany 20 Czech.
 (Traficanti) 5 Poland
 20 Germany
 21 Baltic States
 C Austria
 U Italy
 U France
 U Britain
 C Rhineland

Austria A Trieste to Tyrolia
 (Anderson) A Serbia S F Albania to Greece
 F Albania to Greece

Russia F Gulf of Bothnia to Sweden
 (Young) F Rumania to Black Sea
 A Sevastopol to Armenia
 A Ukraina to Rumania

Turkey A Bulgaria to Greece
 (Hunter) F Constantinople to Aegean
 A Ankara to Constantinople

note: I listed an impossible move for Russia
 in the last issue; the move for Army Moscow
 should have read:

A Moscow to Sevastopol
 All players concerned were notified of the
 mistake well before the deadline.

Supply Center Count:

<u>Eng</u>	3 home, <u>NOR, BEL</u>	(5) build 2
<u>Fra</u>	3 home, <u>SPA, POR</u>	(5) build 2
<u>Ger</u>	3 home, <u>HOL, DEN</u>	(5) build 2
<u>Ita</u>	3 home	(3) constant
<u>Aus</u>	3 home, <u>SER, GRE</u>	(5) build 2
<u>Rus</u>	4 home, <u>SWE, RUM</u>	(6) build 2
<u>Tur</u>	3 home, <u>BUL</u>	(4) build 1
<u>Neutral</u>	TUN	(1)

FINAL SCORE:

<u>BRITAIN</u>	22
<u>France</u>	20
<u>U.S.</u>	13
<u>Russia</u>	12
<u>Germany</u>	12

COM4 1976F

Fall 1901
England F Norwegian Sea to Norway
 (Kerins) A Yorkshire to Belgium
 F North Sea C A York to Belg

France F Mid-Atlantic to Portugal
 (Marinello) A Spain holds
 A Paris to Picardy

Germany A Munich to Burgundy
 (Bumpas) A Kiel to Denmark
 F Holland S ENG A York to Belg

Italy A Tyrolia holds NMR
 (Lagimoniere) A Venice holds
 F Ionian holds

COM5 1976G

Fall 1901
England F North Sea C A York to Belgium
 (Vanden Bos) A Yorkshire to Belgium
 F English Ch S A York to Belg

France F Mid-Atl to Portugal
 (Anderson) A Marseilles to Spain
 A Burgundy to Belgium

Germany F Holland S FR A Burg to Belg
 (Emerick) A Munich to Ruhr
 A Kiel to Denmark

Italy A Venice to Tyrolia
 (Kerins) A Apulia to Greece
 F Ionian C A Apulia to Greece

Austria F Albania to Greece
 (Mateer) A Trieste to Serbia
 A Serbia to Rumania

1976G continued

<u>Russia</u>	F Black Sea to Rumania
(Marinello)	A Warsaw to Moscow
	A Ukraina S F Bla Sea to Rum
	F Gulf of Bothnia to Sweden
<u>Turkey</u>	A Bulgaria S ITAL A Apul to Gre
(Young)	A Constantinople S A Bulgaria
	F Ankara to Black Sea

Supply Center Count:

<u>Eng</u>	3 home	(3) constant
<u>Fra</u>	3 home, POR, SPA	(5) build 2
<u>Ger</u>	3 home, HOL, DEN	(5) build 2
<u>Ita</u>	3 home, GRE	(4) build 1
<u>Aus</u>	3 home, SER	(4) build 1
<u>Rus</u>	4 home, SWE, RUM	(6) build 2
<u>Tur</u>	3 home, BUL	(4) build 1
<u>Neu</u>	NOR, TUN, BEL	(3)

<u>Status:</u>	
<u>U.S.</u>	3 Baltic States
<u>France</u>	none on board
<u>Britain</u>	6 Britain
	U Italy
	U/1 France
	1 Poland

<u>Russia</u>	7 Baltic States
	C Romania
<u>Germany</u>	C Rhineland
	C Alsace Lorraine
	C Austria
	C Czechoslovakia
	5 Baltic States

Turn 3 placement orders due 4/8/76

COM6 76.1h Origins

Russia is now being played by:

Raymond Heuer
 102-42 Jamaica Ave.
 Richmond Hill, N.Y. 11418

Turn 2

<u>U.S.</u>	3 Poland
(Reinsel)	3 Baltic States

<u>France</u>	6 France	NMR
(Hunter)		

<u>Britain</u>	5 Italy
(DeCook)	1 France
	3 Britain
	1 Poland

<u>Russia</u>	7 Romania
(Heuer)	7 Baltic States

<u>Germany</u>	5 Alsace Lorraine
(Lebens)	5 Baltic States
	5 Czechoslovakia
	1 Poland

Turn 2 Conflicts

France vs. Britain 1-1 in France = AElim

Russia vs. U.S. 2-1 in Bal States = N.E.

Germany vs. France 1-1 in A.L. = DElim

Germany vs. U.S. in Poland 1-1 = Exchange

Germany vs. Russia 1-1 in Bal Sts. not poss.

COM7 U.S. Diplomacy

<u>Spring 2001</u>	
<u>Black</u>	A Texas to Oklahoma
(Hunter)	A Arkansas to Mississippi
	A Louisiana S A Ark to Miss

<u>Yellow</u>	A Tennessee to North Carolina
(Kerins)	<u>A Alabama to Mississippi</u>
	A Georgia to Tennessee

<u>Red</u>	A Nevada to Idaho
(Lowrey)	A Arizona to New Mexico
	A Utah S A Arizona to New Mex

<u>Green</u>	A Iowa to Wisconsin
(DeCook)	A South Dakota to Nebraska
	A Minnesota to North Dakota

<u>Blue</u>	A Pennsylvania to New Jersey
(Reinsel)	A Ohio to Kentucky
	A West Virginia to Pennsylvania

<u>White</u>	A Vermont to New York
(Mathias)	A Massachusetts to Connecticut
	A New Hampshire to Mass

White is being played by:

Daniel Mathias
 7007-D Lachlan Circle
 Towson, Md. 21239

Change of address:

Michael J. Lowrey
 4700 Humber Dr.
 K-8
 Nashville, TN 37211

COM10 1976V

England Thomas Mitchell
190 Christiana Rd.
New Castle, Delaware 19720

France Steve Lebans
340 West 5th Ave.
Shakopee, Minnesota 55379

Germany Robert Beyma
9Twin Lakes Circle
Hampton, Virginia 23666

Italy Ted Schultz
#1 Indian Grove
Apt. #2
Toronto, Ontario
Canada M6R 2Y1

Austria Charlie Spiegel
515 York Rd.
Willow Grove, PA 19090

Russia Tony Watson
201 Minnesota St.
Las Vegas, Nevada 89107

Turkey James DeCook
2877 Bellwood
Ann Arbor, Michigan 48104

Deadline for Spring 1901 is 4/20/76

I will send out house rules within the week.

GAME OPENINGS

COM8 "Blind" Origins	1 entered
COM9 Nuclear Destruction	2 entered
COM12 Diplomacy	3 entered

THE ADJUTANT

This is the 3rd item concerning pre-game alliances. #1 emphasized the importance of pre-game alliances to your success. #2 discussed the diplomacy of pre-game alliances.

How to detect the pre-game alliance of others in your game? You can't. As Diplomacy evolves it is becoming increasingly sophisticated: pre-game allies are becoming more adept at hiding their connection. Not only are more experienced players improving, but novices have better instructional materials available-- the I.D.A. Handbook is improving.

Years ago, gamemasters tried to avoid pre-game alliances by selecting players from different states-- or at least different zip codes. Now the most effective alliances are between players from different states. Nevertheless, realize that the closer players live to each other, the easier for them to communicate by phone: any alliance between neighbors is more effective.

As you study the diplomacy/orders in your game, be alert for pre-game alliances: they will probably last throughout the game; if you are the third member of such an alliance you will probably be "odd man out" at the end of the game. I am England in a game where the zip codes for Russia and Germany have the same first two digits. I always welcome the other six players to a new game as soon as possible. When Russia responded by suggesting that I join with Germany against France I suspected their alliance: not because of their zip codes, but because the suggestion was unnatural. NORMALLY Russia wants England to attack Germany, keeping Germany too busy to attack Russia while Russia tries for gains in the Balkans. Thus this Russian request that I (England) ally with Germany against France seemed to be "unnatural" diplomacy-- one of several clues to the existence of a pre-game alliance between Germany and Russia.

Any unnatural diplomacy or order may be a helpful clue. Diplomacy may be a lie, the order may be a feint; nevertheless, these are the clues a skillful player analyzes: Why did he lie to me? Why the feint; whom is he trying to fool? Why the deception?

Watch other games being played by those who are in your game. Alliances in other games may indicate alliances in your game. I'm seeking volunteers to help in a project to keep an alphabetical list of successful allies (write to Dennis Agosta, Editor). I will compile a list of all successful alliances for future reference.

By way of example, let us assume that you suspect a pre-game alliance between Germany and Russia. If you are England, Austria or Turkey, you must decide whether to join the GER_RUS alliance, or try to rally their other neighbors in an initial attack against Germany-Russia. A firm alliance of England--France--Austria--Turkey can wipe out the GER_RUS alliance regardless of what Italy does. But firm alliances take time to develop. Do you

attack the suspected Germany-Russia alliance before it has time to grow? Or do you ally with them for the time being, hoping for a later opportunity to stab them? Generally speaking, the sooner you attack a pre-game alliance, the better for you. But to do so you need your own firm ally. As the game develops, you don't want to be the 3rd party in another pair's pre-game alliance; you will be odd man out.

As soon as you suspect the existence of a pre-game alliance, write to all the other players in your game telling them the reasons for your suspicions. Just as soon as you are satisfied that you have found your own ally whom you are willing to trust, agree upon your common grand strategy for coping with the pre-game alliance of your adversaries. Don't let the pre-game allies know that you suspect them. Although dangerous, you might even temporarily join forces with them.

The important thing is to be alert to the probability of a pre-game alliance somewhere in your game. They can be detected and beaten if you are alert. But you must devise a plan as soon as the alliance is suspected.

The easiest way to detect pre-game alliances is to look for alliances in other games. Subscribe to several Zines (the more games checked, the better) then keep an alphabetical list of every winning alliance. As mentioned above, this column may be a clearing house for information to disclose pre-game alliances.

Although THE ADJUTANT has no connection with this Zine or its Editor, please send your comments or suggestions to:

COMMAND
c/o Dennis Agosta
900L Foxridge
Blacksburg, Va. 24060

GAME REVIEW Wooden Ships and Iron Men (AH)

Wooden Ships and Iron Men is, in my opinion, one of the best games in the Avalon Hill line. Each counter represents one ship of the 1776 to 1814 era; the game is played on the standard size, hex mapboard, with each ship occupying two hexes. The board is printed in three shades of blue, allowing for different land and island configurations depending on the scenario.

Movement is simultaneous. Since each

controls from one to twenty ships in an average game, there is no confusion in handling movement. If two ships enter the same hex during the movement portion of the turn, it is very easy to retrace their paths to see if a collision has taken place. Movement allowances are variable, depending on ship size, whether full sails or battle sails are up, and most important, in what direction each ship starts the turn relative to the wind direction.

The combat system is amazingly easy to use; there are no odds to compute, and firing is also simultaneous. Each ship fires on one of ten combat tables, the table used depending upon the number of guns firing, quality of the crew, type of shot loaded, range, etc. Also, each table is divided into two sections; one for firing at the rigging and one for firing at the hull. Damage can be taken in the hull, guns, crew, or rigging. There are also rules for handling boarding parties to capture a ship by melee.

The rules are divided into the basic game, the advanced game, and optional rules. There is also a campaign game. There are 20 individual scenarios included in the rule-book, plus a section of charts, etc. for designing your own scenarios.

Wooden Ships and Iron Men is easy to learn, easy to play, well-balanced and extremely exciting to play. The only fault I can find with the game is that there are no trays included for holding the counters. I suggest that if you buy the game, you have some envelopes handy as soon as you begin punching out the pieces. I highly recommend this game.

Next month: Tunnels and Trolls

PLUGS

DIPLOMACY WORLD, edited by Walt Buchanan, RR3 Box 324, Lebanon, Indiana 46052. 40 pages, offset. This is the best around for articles on all aspects of Diplomacy (no game openings). Published quarterly, subscriptions are 4/\$4. Worth twice the price!

LIBERTERREAN, by Jim Bumpas, 948 loraine Ave., Los Altos, CA 94022. 6 pages, duplicator. Published twice a month, subscriptions are 10/\$3. Openings in Diplomacy, Tank!, Mech. War 77, Kampfpanzer, and Armored Barbarism. Players must maintain a sub plus a \$2 refund-

able (if no NMR) deposit. (Jim also has invented a wargame Schutztruppe, which has received a 6.3 rating in S&T. Write to him for more information).

THE FLYING BUFFALO'S FAVORITE MAGAZINE, by Rick Loomis, P.O. Box 1467, Scottsdale, Arizona 85252. 20 pages, mimeo, reduced. This is mainly concerned with Flying Buffalo's own games (Nuclear Destruction, Battle Plan, etc.), but it is well written and enjoyable as a change of pace. Prints ratings for ND, BP. Printed bi-monthly, subscriptions are 6/\$4.

EREHWON, by Rod Walker, 1273 Crest Dr., Encinitas, California 92024. 9 pages, duplicator. Something completely different, you gotta see it to believe it. At 5/\$1 you can't go wrong. Published monthly (more or less).

CARN DUM, by Raymond E. Heuer, 102-42 Jamaica Ave., Richmond Hill, N.Y. 11418. 8 pages, mimeo. This is a zine of Diplomacy variants and Dungeons and Dragons. Printed monthly, subscriptions are 8/\$2.

IMPASSABLE, by John Boyer, 117 Garland Dr., Carlisle, PA 17013. 10 pages, mimeo. This tri-weekly zine is the most up-to-date as far as hobby news goes. Subscriptions are 10/\$2. Mr. Boyer is planning to extend the scope of his material to include games other than Diplomacy in the near future.

RUNESTONE, by John Leeder, 208 Haysboro Crescent SW, Calgary, Alberta, Canada T2V3G3. 7-9 pages, duplicator. Printed weekly with staggered deadlines for games, I honestly don't know how he is able to write as much as he does. Subs are \$2 plus 1¢/page.

MORE NEWS

Avalon Hill has purchased Diplomacy from GRI. According to an article in the General, the game will still be sold for \$10.00; Avalon Hill will sell the games produced by GRI without any changes until the present supply is depleted. At that time they will probably switch to their bookcase format.

Avalon Hill has also just recently acquired the 3M line of games; many of

the original 3M titles will be discontinued.

Another Avalon Hill acquisition (and the one I'm most looking forward to seeing) is Kingmaker, a multi-player, Diplomacy-like game from England. The game is scheduled to be released this spring, after a rewrite of the rules and renaming of the spaces on the board.

POST GAME ANALYSIS - COM3 Origins 75.3h

This game was unusual in that it appeared that everyone was working on his own, with no effort at diplomacy. Most of the opportunities to gain points were lost by Germany in his unwillingness to attack the others; Britain and the U.S. did not really defend the board adequately until late in the game.

The game opened with NMRs by both Russia and Germany; France played 4 to Alsace-Lorraine, showing early his unwillingness to work with the U.S. and Britain against Germany. In Turn 2, the U.S. NMR'd, his first of three in the game, France continued to play for himself, while Britain began stockpiling PF's at home for future use. Russia made a fairly standard move and was able to pick up control of Romania. Germany spread himself all over the board and hit it lucky, picking up Rhineland and Austria. At this point, Germany and Russia should have agreed to a shared control of the Baltic States.

Germany lost the game in Turn 3. Czechoslovakia was set up to fall, but Germany did not attack. A set of staggered attacks to wear down the opposition should have allowed Czech. to fall in Turn 5 or 6.

Turn 4 saw Russia joining Britain playing the stockpiling game. France was playing an unusual game by placing no more than 5 factors in each country; unfortunately, this turn he didn't get away with it, losing understanding in Germany and Russia. Germany's NMR sealed his fate.

Turn 5 had Germany making fairly good moves and then failing to follow-up with attacks. Attrition was his only hope throughout the game.

In Turn 6 Britain picked up the points needed to win and only Russia bothered to count the points and attack.

Please fill out the survey below and return it to me as soon as possible:

1) When playing postal Diplomacy, how much time would you like to have between deadlines?

a) two weeks b) three weeks c) one month

2) If COMMAND were published on three week deadlines, would you be willing to see it reduced to seven pages in order to hold down costs?

a) yes b) no

3) What types of articles, other than articles on Diplomacy, would you like to see in COMMAND? (circle all that apply)

a) Origins b) Dungeons & Dragons c) variants (Dip) d) variants (other)
e) general wargaming f) Diplomacy only

4) What convinced you to subscribe to COMMAND?

a) the offset printing b) the game openings c) the price d) the articles
e) other _____

COMMENTS (please!):

COMMAND is published monthly by:
Dennis Agosta
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Subscriptions are \$4.00 for twelve issues
Game fees are \$2.50 per game plus sub

Deadline for all games except 1975IV, 1975IW and COM6 is 4/20/76

FROM: D. AGOSTA
900 L FOXRIDGE
BLACKSBURG, VA. 24060

FIRST CLASS POSTAGE

see page(s) _____
your subscription ends
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TO:

*Rod Walker
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